WE PUMPED UP THE JAM!

NBA JAM

T.E.
TOURNAMENT EDITION

INSTRUCTION MANUAL

KIDS TO ADULTS

K·A

AGES 6+

OFFICIAL NBA LICENSED PRODUCT

MIDWAY®

A<<laim®
entertainment, inc.

Do you love slammin' jammin' action that heats up the hardwood and threatens the backboards ? Do you love to see the brightest talents in the NBA® do their thing? Do you love B-Ball ? Then you've come to the right place! Acclaim Entertainment always brings you the best—now we bring you more of it! Because this deluxe PC CD-ROM edition includes the outrageous screen saver Lights Out Sports Fans (see page 20 for details). So when you're through executing stunning jams with NBA® JAM™ TE™, you can continue the fun on your desktop! Instructions for installing and playing NBA® JAM™ TE™ appear first in this manual, followed by instructions for Lights out Sports Fans. You gotta love this!

CONTENTS

JAM™ IT HOME!

Cut loose, drive for the net, and give it all you've got! With NBA® JAM™ TOURNAMENT EDITION™, you're experiencing wham, bam, hoop action like you've never seen before!

NBA® JAM™ TOURNAMENT EDITION™ lets you wham it and slam it with rim-rocking superstars like Scottie Pippen, Patrick Ewing, Dominique Wilkins, Hakeem Olajuwon, Anfernee Hardaway and Karl Malone! They're all here: the greatest superstars of the sport that has become the greatest game on the globe!

Blast off with the Rockets and the Blazers, display some roundball Magic and Heat, fly high with the Hawks and the Hornets! All 27 NBA® teams are represented as you take to the boards in one-on-one, two-on-two, or two-on-one competition!

Hit the hardwood with slams and turbo-charged Jams! Take the three-point shot from the far end of the court, or Jam it home from under your opponent's net!

You think you know the game? Think again! With NBA® JAM™ TOURNAMENT EDITION™ you're entering a whole new world of rim-ramming, hard-hitting hoop excitement!

BEFORE YOU LACE UP THE SHOES

NOTE: NBA® JAM™ TE™ SUPPORTS THE FOLLOWING SOUND CARDS:

Ad Lib, Ad Lib Gold.
Ensoniq Sound Scape General MIDI.
ESS Technology ES688 FM Audio/Digital Audio
General Midi (Roland MPU-401 interface or 100% compatible)
Generic Yamaha OPL3-based FM Audio
Gravis Ultrasound Midi Synth.
Media Vision Pro Audio Spectrum
Media Vision Pro Audio Spectrum 16 or plus
New Media Corporation WaveJammer Digital Audio
PC Speaker
Sound Blaster, Sound Blaster Pro, Sound Blaster 16, Sound Blaster AWE 32 or 100% compatible.
Tandy 3 voice

MINIMUM SYSTEM REQUIRE-MENTS FOR NBA® JAM™ TE™

- IBM or 100% compatible 486SX/33MHz PC
- 8 MB RAM, double speed CD-ROM drive
- 15 MB hard disk drive space for full installation (2MB for partial install)
- DOS 5.0 or greater
- 1 MB Super VGA video card

INSTALLATION:

1. Turn on your computer. Insert the NBA® JAM™ TE™ CD-ROM disc (located in the jewel case in your package) into your CD-ROM drive (using a disc caddy if appropriate).
2. At the DOS prompt (C:\>), type the letter corresponding to the CD-ROM drive on your computer (most are either D or E) followed by a colon (:), then press the ENTER key.
3. At the D:\> or E:\> prompt, type INSTALL [Enter].
4. The NBA® JAM™ TE™ Installation Program will run. Follow the on screen prompts to install NBA® JAM™ TE™ to your hard disk drive. NOTE: You can choose either a FULL or PARTIAL installation by pressing either the F1 or F2 keys when prompted.
   - Choosing FULL installation will install the entire game directly onto your hard drive. This will give the best game performance, and is recommended. You must have at least 15 MB of hard drive space free for a full installation.
   - Choosing PARTIAL installation will install only a portion of the game (2Mb) directly onto your hard drive, and access the CD-ROM for the remainder of the of the program. This saves space on your hard drive, but results in longer loading time between quarters.
5. To run NBA® JAM™ TE™ once it is installed on your hard disk, ensure that you are in the NBA® JAM™ TE™ directory, then type 'JAM' [Enter] at the 'C:\ACCLAIM\JAMTE>' prompt.

Once your game is installed, you will be given Sound Card Configuration options. This program automatically detects the proper setting to maximize game performance. Highlight Done when this function is completed. For further information, please see the Technical Supplement.

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If you experience any difficulty installing NBA® JAM™ TE™, please consult the Technical Supplement included with your game.

When the NBA® JAM™ TOURNAMENT EDITION™ title screen appears, press ENTER. You will then see a screen featuring these choices: Start Game or Options. Highlight your choice and press the FIRE button or ENTER.

NOTE: There are four different player positions in NBA® JAM™ TOURNAMENT EDITION™. Players 1 and 2 are team-mates, and players 3 and 4 are teammates who oppose them. To play a four player game, you must have a 4 player Gravis GrIP adapter.

Once you select Options, you will see a screen with the following options:

GAME OPTIONS lets you customize your NBA® JAM™ TOURNAMENT EDITION™ game play in a wide variety of ways!

TIMER SPEED: The speed of the clock may be set from 1 (extra slow) to 5 (extra fast).

DRONE DIFFICULTY: The artificial intelligence of your computer controlled opponents may be set from 1 (extra easy) to 5 (extra smart).

TAG MODE: In a one-player or one human per team game, NBA® JAM™ TOURNAMENT EDITION™ allows you to select how you wish to control your teammate. OFF is the default. As in the arcade version, you control one player the entire game, and the computer controls your teammate (unless a human player should "jump in" by pressing an action key or button.) Tag Mode ON enables you to control both the ball-handling and the movement of whichever player on your team has the ball. In other words, you pass off con-trol when you pass off the ball. The "tag" occurs when your teammate gains possession, so if a pass is intercepted, you retain control of the player who passed.

COMPUTER ASSISTANCE: Set on or off. When ON, this option will cause the computer to make sure that games remain close by cooling off any team that gets too big a lead! Turn off to give both teams a "fair shake".

PLAYER SIZE: Speed up game play by reducing the size of the players. On a slower computer, this can speed up game play considerably. Set player size from 100% down to 60%.

SPECIAL FEATURES allows you to make additional adjustments to seven game features:

1. **TOURNAMENT MODE.** When on, this disallows all power-ups and cheats, and turns computer assistance off. Notice that when Tournament Mode is on, all other options in the special features menu are not available, and that Computer Assistance is automatically turned off on the regular options screen.

2. **SHOT CLOCK.** May be adjusted from 5 seconds to 24 seconds.

3. **OVERTIME.** May be adjusted from 1 minute to 3 minutes.

4. **HOT SPOTS.** When on, will create visible hot spots with different point values. Shoot or Jam™ from a hot spot and score bonus points! When your player lands on one, you'll hear a sound and the color of the spot will change.

5. **POWER-UP ICONS.** These will enable a player to instantaneously (and temporarily) increase his dunking ability, cause a player to remain temporarily "on fire," ... and more! Available to be picked up by a human player or the CPU, they appear on screen at random intervals. Here's a directory of available icons you'll find in **NBA® JAM™ TOURNAMENT EDITION™**:

Increases a player's ability to make the three-point outside shot!

Allows players to perform Monster Jams from anywhere on the court.

Increases a player's overall speed!

Increases a player's pushing power.

T Temporarily gives a player unlimited turbo!

F Causes a player to catch fire increasing his ability to sink those incredible slams!

B The Bomb flattens everyone on the court except the player who collects it.

6. **JUICE MODE.** Talk about high-speed slamming! Turning up the juice increases all players' overall speed by a factor of 4. Try hitting turbo when your player's been juiced up to a factor of four! Awesome!

7. **FULL MOTION VIDEO.** The halftime and end of game reports feature actual full motion video clips of your NBA® team in action. You may choose to turn this feature OFF or ON.

NOTE: Hot Spot or Power-Up Icon games will NOT count toward your season record.

CONTROL OPTIONS

Use this option to configure your joystick or keyboard. Toggle between Keyboard 1, Keyboard 2, GrIP Pad, Joystick and CPU. After selecting your input device, actions such as Turbo, Shoot/Block and Pass/Steal can be assigned to particular buttons or keys by pressing the desired button/key when an action is listed. When finished, you will automatically return to the options screen.

A NOTE ABOUT GAME TYPES AND INPUT DEVICES:

A Head-to-Head Game places two human players on opposite teams. The person with the 1st input device (Keyboard 1, Joystick 1) is Player 1, but the person with the 2nd input device (Keyboard 2, Joystick 2) is Player 3.
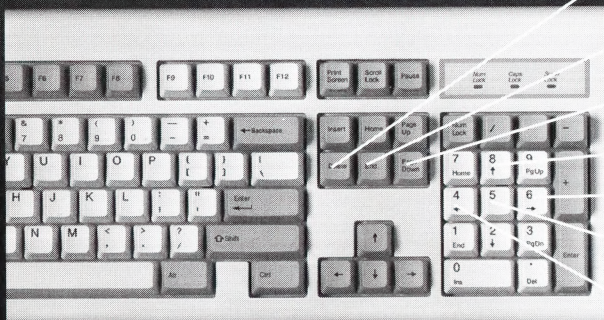
A Team Game places both players on the same team (two players vs. the computer). The person with the 1st input device remains Player 1, but the person with the 2nd input device is now Player 2.

CONFIGURING KEYBOARDS

Two players can play on one keyboard. Note that players may not have the same keyboard control keys.

KEYBOARD DEFAULT CONTROLS

Player 1

Turbo= Delete key

Shoot/ Block=
End key

Pass/ Steal=
Page down

Up = 8

Right = 6

Down = 5

Left = 4

Player 2

Up = (I) Key

Left = (J) Key

Down = (K) Key

Right = (L) Key

Pass/ Steal = (E) key

Shoot/ Block = (W) key

Turbo = (Q) key

FOUR BUTTON JOYSTICK DEFAULT CONTROLS

To use more that one joystick, you must have a game card
installed or plug a Y cable into the existing game port.

Shoot/ Block = BLUE BUTTON

Move Player = D-PAD

Turbo = RED BUTTON

NOTE: When using a four button joystick, the PASS/STEAL function must
be configured in the Control Options screen.

When using either a **TWO** or **THREE BUTTON JOYSTICK**, you must split your configuration between the joystick and a keyboard key.

Move Player = D-PAD
Shoot/Block = 1 BUTTON
Pass/Steal = 2 BUTTON
Turbo = any key chosen on keyboard

Plug a **Gravis GrIP** into your game port to enable up to four players to play with joysticks. When using the GrIP, all players must have Gravis six-button pads— the other keyboard and joystick options are disabled.

Turbo =
Y BUTTON

Shoot/Block =
Z BUTTON

Move Player =
D-PAD

Pass/Steal =
X BUTTON
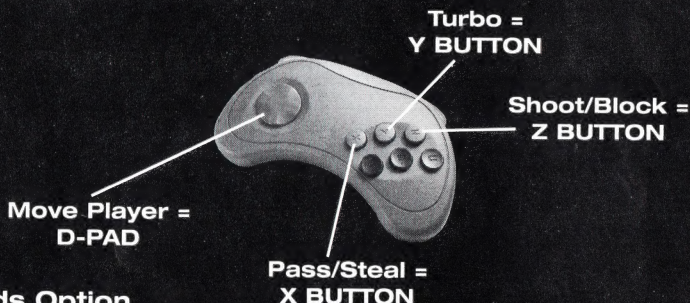
Records Option

Activating this option will take you to the record screen, where you can view and/ or delete records. NBA® JAM™ TOURNAMENT EDITION™ stores records and stats for over 32 different players! At some point, however, you may wish to make room for a new one. To erase a record, press UP or DOWN arrow (cursor) keys to highlight the desired record and press the FIRE button to DELETE. You will then be asked to confirm whether you truly wish to delete this record. Press ESC to abort your deletion, or the FIRE button to erase the record. Press ESC to return to the OPTIONS screen

Exit Menu

When you're through setting options, highlight Exit and press ENTER. You will return to the Game mode screen, where you can jump into NBA® action!

Before or after setting OPTIONS, highlight START GAME to begin play.

You will then be asked if you wish to enter your initials and birthdate for record-keeping. Press UP or DOWN arrows (cursor) keys to choose, then press the SHOOT KEY/BUTTON. This decision affects all players; no player can enter initials if "no" is selected. If "yes" is selected, each player will then be asked to enter his/her initials and birthdate. Move the cursor to the desired letter, then press the SHOOT KEY/BUTTON to select. Select the month and date. If the initials and date entered are in memory, your record will be immediately recalled. NBA® JAM™ TOURNAMENT EDITION™'s record-keeping feature stores each player's record, ranking, winning percentage, and more!

You will then be asked to choose your NBA® team. Use the direction arrows (cursor) keys OR JOYSTICK to highlight the team you want. Both players can pick the same team. Each team is comprised of two players from a roster of three or more NBA® teammates. In addition to the 27 NBA® teams, NBA® JAM™ TOURNAMENT EDITION™ features a rookie team made up entirely of NBA® newcomers. As with regular teams, both players can select rookie teams. Rookie team games do NOT count towards a season.
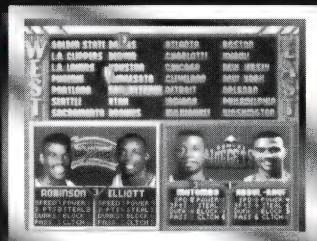
Notice that for every player featured in NBA® JAM™ TOURNAMENT EDITION™, a field of statistical ability rankings appears below the player's portrait. These figures rate each player on a scale of 0 to 9 in eight important playing categories. Attributes rated are:

SPEED: How peppy the player is.

3 PT: Rates how well the player hits the hoop from "downtown".

DUNK: A ranking of what kind of Jammer the player is.

PASS: How accurate a player's passing game is.

POWER: The power of a player is important in terms of both his strength and his ability to withstand injury.

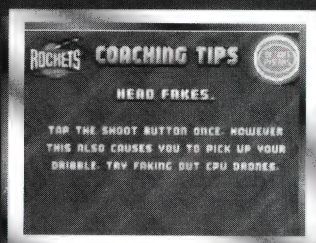**STEAL:** Rates a player's ability to strip the ball from opponents.

BLOCK: How good is this player at rejecting and deflecting attempted shots? The block rating tells no lie!

CLUTCH: Tells you whether this player comes through when you need him most, or if El Foldo is more his style.

Once you've highlighted your team, use the SHOOT KEY/BUTTON to scroll through the available player combinations on that team, then press the TURBO KEY/BUTTON to lock in your choice.

After the first and third quarters, the computer will provide coaching tips to help you improve your game!

After the second quarter, the computer will review the players' statistics for the first half.

ROCKETS COACHING TIPS

HEAD FAKES.

TAP THE SHOOT BUTTON ONCE. HOWEVER
THIS ALSO CAUSES YOU TO PICK UP YOUR
DRIBBLE. TRY FAKING OUT CPU DRONES.

TIME TO HIT THE BOARDS!

An NBA® JAM™ TOURNAMENT EDITION™ game is divided into 4 quarters of three minutes each. A game begins with a tip-off, as two players leap for the ball in order to gain control. Possession of the ball at the beginning of the second and fourth quarters goes to the home team (team two), and to the visiting team (team one) at the start of the third quarter regardless of who wins the initial tip or who possessed the ball when the previous quarter ended. The home team defends the basket at the right side of the screen and scores against the visiting team's basket at the left side of the screen.

HOME

VISITORS

The object of the game is to have outscored your opponents when the final buzzer sounds. A basket counts for two points when it is shot from inside the three-point line, and three points when shot from behind it.

THREE-POINT LINE

POSSESSION INDICATOR

A defensive player can block a shot, but only when the ball is on the upward part of its arc. If it is touched by a defender on its downward flight, a goaltending call is made, and points are awarded whether or not the basket was going to go in. Once the ball touches the rim, however, it can be grabbed by any player, either offensive or defensive.

To make identifying the ball-handler easy, whenever a player has possession of the ball, an orange basketball indicator will appear behind his name at the top of the screen. If nobody has possession— the ball is in the air or has been knocked away —- there is no indicator.

If a player scores three baskets in a row, he is "on fire!" During this time, he has unlimited turbo, and a much better chance of sinking shots from anywhere on the floor! Only one player can be "on fire" at a time. Being "on fire" lasts for four baskets by the "on fire" player or until the next opposing basket goes in, meaning that a teammate can score without disrupting the fire. The ball glows when the player on fire holds it and smokes when he shoots it!

SUBSTITUTIONS

After the 1st, 2nd and 3rd quarters, NBA® JAM™ TOURNAMENT EDITION™ allows you to make player substitutions from your team roster. Change the player combination by pressing up on your joystick or keyboard. When you see the two players on screen you want in the game, press any button or key to begin the next quarter. [NOTE: When a player completes a season by defeating all 27 NBA® teams, expanded rosters become available for some teams— and special teams become available as well!]

Injury: A progressive assessment of a player's health, this ranking will increase as a player sustains increased injury throughout a game. An injured player will suffer degraded play in all attribute areas, so you may wish to substitute a healthy player for an injured one. Sitting a player out for a quarter will completely restore his health.
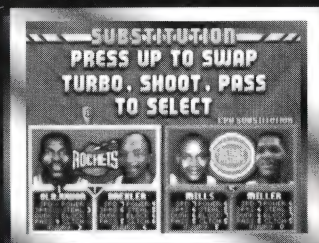
JAM CONTROLS

Directional Pad/ Keys: Moves your player up and down the court. When any player is off-screen, his position is marked by an arrow with his player number and color, the height showing where he is vertically on the court, and distance from the edge showing how far off-screen he is.
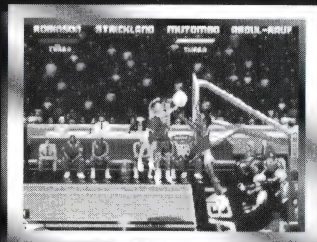

SHOOT/BLOCK: When your team has the ball, the SHOOT KEY/BUTTON will cause you (and on a one-human team, your computer teammate as well) to shoot for the basket. Your player releases the ball when you release the button. Releasing the ball at the apex of your leap gives your shot greater accuracy, but releasing it quickly or very slowly can often prevent a leaping defender from blocking or stealing the ball. Tapping SHOOT quickly several times executes a head-fake which may trick the defense, but it stops your dribble so you must either pass or shoot the ball before you can move!

When your team does not have the ball, SHOOT/BLOCK causes your player to jump up for a block. Timing is crucial to denying the shot. Jump too early and the shooter can wait until you fall out of the way; jump too late and the shooter can shoot it over you!

Many times your defender will get a piece of the ball without rejecting the shot completely. The ball will flash white whenever your defensive player makes contact with it.

PASS/STEAL: When your team has the ball, the PASS KEY/BUTTON will cause you (and on a one-human team, your computer teammate) to pass the ball to his teammate. But a passed ball is easily intercepted by a defender so look before you pass!
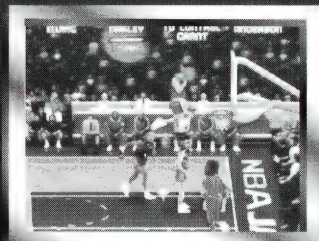

When your team does not have the ball, tapping this button or key causes your player to swipe at the ball in the hopes of either stealing it or knocking it out of an opponent's hands.

TURBO: TURBO causes your player to run much faster than he normally would (determined by his attributes), whether on offense or defense, allowing you to blow by a defender, or to step around a pick and block a shot! Unfortunately, your player has only a limited amount of turbo power, indicated by the meter by your player's name. As you use it, the meter runs down, but when you release TURBO , it begins to regenerate. A player using Turbo can be spotted by his colored shoes! When a player is "on fire," he has unlimited turbo until his fire is put out, but to use the turbo, the button must still be held!

Tapping TURBO several times quickly causes your player to grab and protect the ball, a move which can often knock defenders away and give you a clean shot at the basket.

TURBO + SHOOT/BLOCK: When your player has the ball near the basket, pressing these two buttons/keys causes you (and on a one-human team, your computer teammate) to go for the Jam, slam-dunking the ball into the basket. There are many spectacular "Ultra-Jams" that can be executed, depending on a number of factors such as the players dunking ability and position. Your player will only Jam if he is moving, however, so be sure to drive towards the hole if you want to slam!

When your team doesn't have the ball, pressing these two buttons/keys makes your player go for a super block, jumping much higher than he ordinarily would!

TURBO + PASS/STEAL: Pressing these buttons/keys will cause the ball-handler to execute a much harder and safer pass than the PASS button/key by itself. Often these will take the forms of behind-the-back, or bounce passes.

When your player doesn't have the ball, pressing these buttons/keys together makes your player maneuver his way through the crowd. He may clear a player out of the way. Be careful, because you can clear your own player too! Defensively this is a useful tool for stealing the ball, bringing down rebounds, and stopping "easy Jams!" Offensively this is a good way to clear an area so a teammate has a clear shot at the basket.

OFFENSIVE CONTROLS

|	TAP BUTTON/ KEY	HOLD BUTTON/ KEY	PRESS + TURBO
SHOOT BLOCK	HEAD FAKE	JUMP SHOT	DUNK
PASS/ STEAL	PASS	PASS	SUPER-PASS
TURBO	PROTECT BALL	RUN FASTER	

DEFENSIVE CONTROLS
When player does not have possession of the ball

	TAP BUTTON/ KEY	HOLD BUTTON/ KEY	PRESS + TURBO
SHOOT BLOCK	BLOCK	BLOCK	SUPER-PASS
PASS/ STEAL	STEAL	STEAL	CLEAR
TURBO		RUN FASTER	

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WHAM IT, SLAM IT, JAM IT!

WHAM IT, SLAM IT, JAM IT!

Practice your turbo-charged Jamming and slamming and see if you can duplicate some of these breathtaking moves!
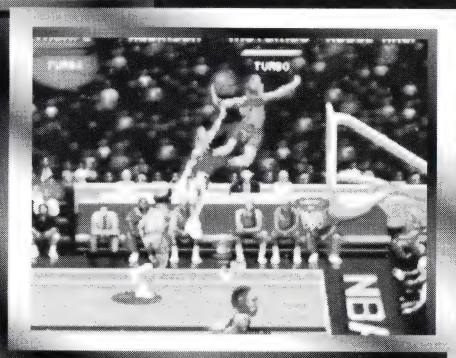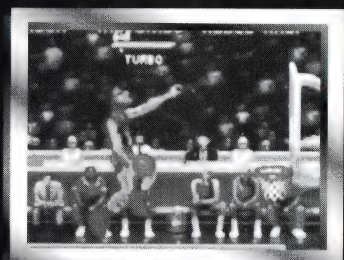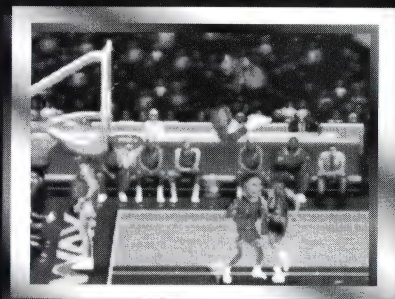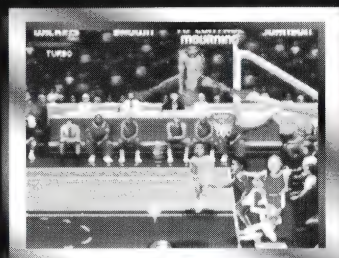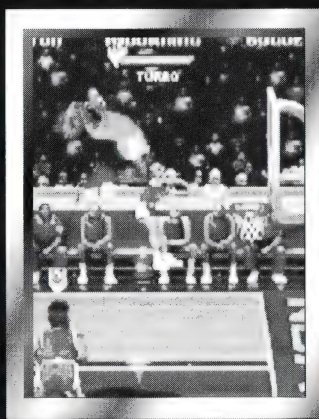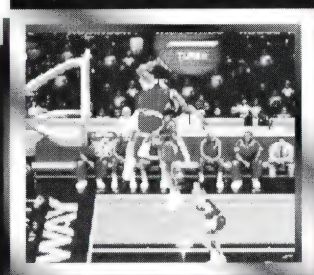
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ACCLAIM Hotline/Consumer Service Dept. (516) 759-7800
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Introduction

The objective of a screen saver application is two-fold. First, it protects your screen from image 'burn-in' when your PC is left unattended for an extended period of time. Second, it provides you entertainment, although most people argue that entertainment should come first.

Lights Out Sports Fans puts you in charge of a **Control Studio** dedicated to sports—in this case, the National Basketball Association (NBA).

You control the action, the Game Plans, which Teams are featured, crowd noise, and much, much more …

About This Manual

This manual assumes that you are familiar with operating Windows on a PC. All of the installation and Screen Saver set-up tasks are based on fundamental operations such as pointing, dragging, and clicking with your mouse, and knowing how to select items from a Menu. If you have any questions on operating your PC or mouse, please consult your PC or Windows manual.

Other Lights Out Sports Fans Sports Screen Savers

In addition to the **NBA Screen Saver**, Quadrangle offers other Screen Saver applications including professional versions of Baseball, Football, Hockey, and a Collegiate version with four sports. Each operates exactly like the **NBA Screen Saver**, although each has many different Game Plans. In fact, installing a new application takes only a few minutes. All the **Lights Out Sports Fans** Screen Savers can be run from the same **Control Studio** so you can choose from an almost infinite variety of sports entertainment.

CUSTOMER SUPPORT# 313-769-1675
SERIAL NUMBER= B16-1-10-915711

The following instructions are provided for advanced Windows users. If you need detailed instructions on how to install **Lights Out Sports Fans** please refer to the next page.

1. Start the Windows Program. The Program Manager appears.

2. Insert the **NBA**® **JAM**™ **TE**™ **CD-ROM** disk into your CD drive.

3. Select **RUN** from your file menu and type **D:\LOSF\SETUP** .

4. The install program begins. Enter the registration information.

5. When installation is complete, a **Setup Successful** dialog box will appear. Click on the 'Restart Windows' button now.

6. THEN PLEASE FILL OUT YOUR REGISTRATION CARD AND MAIL IT TO US RIGHT AWAY.
   Quadrangle Software - Publisher
   305 E. Eisenhower Parkway Suite #208
   Ann Arbor, Michigan 48108

Now you can run a Game Plan.

1. After installation is complete, select **Control Panel** from the **Main** group within the Program Manager.

2. Within the **Control Panel** window select **Desktop**.

3. Within the **Screen Saver** section of the Desktop, select **Lights Out Sports Fans** by highlighting it. Then click on the Setup button.

4. The instant On/Off positions on your screen have not been set. Click on the Pool Table button to set them.

NOTE—Upon your next start-up of Windows, you can change your **Lights Out Sports Fans** settings by double-clicking on the icon located at the bottom of your screen.

Then, fill out and send in your registration card. Only registered owners receive our complete support services, early notification of upgrades, and special promotions. <u>Please</u> send in your card.

Now you're ready to install the **NBA® Screen Saver.**

1. Start the Windows Program. The Program Manager appears.

2. Choose **RUN** from the File Menu at the top left of the Program Manager window. A Dialog Box appears. It has a space for you to enter the name of the installation program. The blinking cursor indicates where the typing will begin.

3. Insert the **NBA® JAM™ TE™ CD-ROM** disk into your CD drive.

4. Select **RUN** from your file menu and type **D:\LOSF\SETUP** and press the Enter key. You can also use your mouse to click on the OK button instead of pressing Enter.

5. The install program begins. As it progresses, the program prompts you to answer a few questions. Type your answers and press the TAB key after each response, then press the Enter key (or click on OK) when you're done.

6. When the install program is done, a **Setup Successful** dialog box will appear. Click on the 'Restart Windows' button.

7. <u>PLEASE</u> FILL OUT YOUR REGISTRATION CARD AND MAIL IT TO US RIGHT AWAY.

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Now that you have successfully installed the **NBA**® **Screen Saver**, you are ready to preview the different Game Plans and customize the Screen Saver for your favorite team.

Getting Started

1. Select **Control Panel** from the **Main** group within the Program Manager by double-clicking on the **Control Panel** icon. The **Control Panel** appears as shown in Figure-1.

Figure-1

2. Within the **Control Panel** window select **Desktop** by double-clicking on the **Desktop** icon.

    The **Desktop** window appears as depicted in Figure-2.

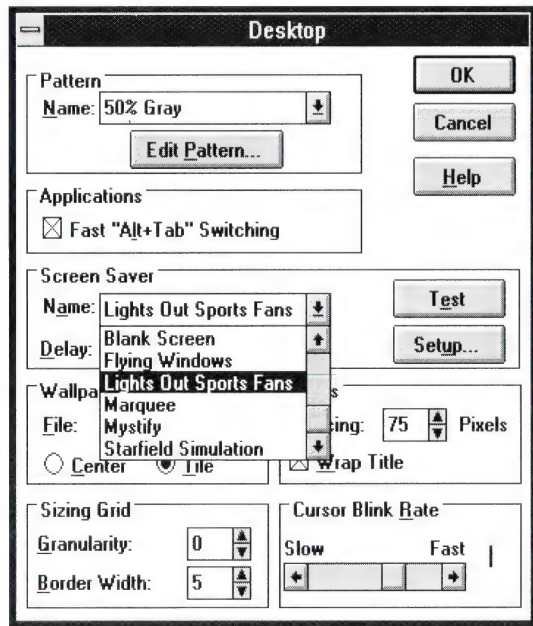3. Using the pull-down arrow within the Screen Saver section of the **Desktop**, select **Lights Out Sports Fans** by highlighting it. Then click on the Setup button to the right.

    The **Lights Out Sports Fans Control Studio** appears, as shown on the next page, and you are ready to experience the excitement of the **NBA**® **Screen Saver**. (See NOTE at the bottom of Page 2.)

Figure-2

4

We'd like you to think of the **NBA**® **Screen Saver** as your personal **Sports Control Studio**. By clicking buttons and sliding control bars, you can create numerous variations of the Game Plans in the **NBA**® **Screen Saver**.

Figure-3 is the **Control Studio** dialog box. Notice that the left portion of the dialog box contains five buttons with Icons corresponding to the five different **Lights Out Sports Fans** Screen Saver applications. Only Screen Saver applications you have installed are active. The other selections are not active until you add them to your **Lights Out Sports Fans** Screen Saver collection.

Let's look at the right side of the dialog box before you select the **NBA**® **Screen Saver**. There are eight controls.

1. **Lights Out**—when the control bar is positioned at the right of the slide, the Screen Saver is active. When the control bar is positioned at the left of the slide, the Screen Saver has been deactivated (sort of like the injured reserve list).

2. **Sound**—this control bar enables you to mute the sound for all Game Plans that have a sound component.

   To mute the sound while the **NBA**® **Screen Saver** is active, simply drag the control bar to the Mute setting.

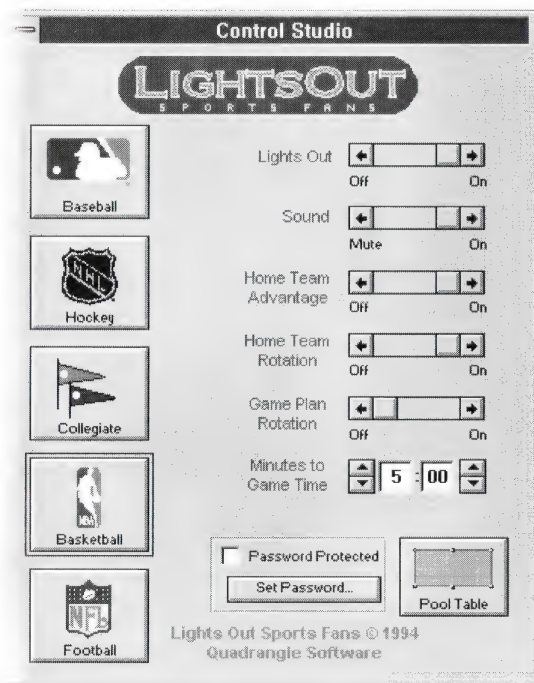3. **Home Team Advantage**— when in the 'On' position you 'guarantee' a victory for the home team.

Figure-3

4. **Home Team Rotation**—allows **Lights Out Sports Fans** to randomly cycle through all team logos for the *Floating, Sweeper, Starburst* and *Fans - Card Section* Game Plans. To activate Home Team Rotation, drag the control bar to the 'On' position. The Game Plan you have selected will begin with the 'Home Team' logo and then randomly select other logos in subsequent Game Plan cycles.

5. **Game Plan Rotation**—provides the capability for you to run all of the Game Plans in a continuous but random order. You control how long each Game Plan runs by dragging the control bar from left to right. This action sets the number of minutes (1-10) that a Game Plan will run before a new one is randomly selected. You may override Game Plan Rotation for individual Game Plans by clicking off the *Include in Rotation* box located in the **Rules** area of each Game Plan (refer to Figure-6 on page 8).

6. **Minutes to Game Time**—enter the number of minutes and seconds here to tell **Lights Out** when to activate. **Lights Out** will activate when your machine has been idle (no keys have been struck and there has been no mouse movement) for the amount of time you have entered.

7. **Password Protection**—this control prevents unauthorized users from accessing your computer when it is left unattended. To activate this control, click on the *Password Protected* box and then click on the *Set Password* button (refer to Figure-3 on the previous page). The **Change Password** dialog box (Figure-4) will appear. A password can contain up to 20 characters. If you are specifying a password for the first time, type your password in the 'New Password' box, and again in the 'Retype New Password' box. If you are changing your existing password, type the old password in the 'Old Password' box. Type the new password in the 'New Password' box, and again in the 'Retype New Password' box. Then click on the 'OK' button to return to the **Control Studio** panel.
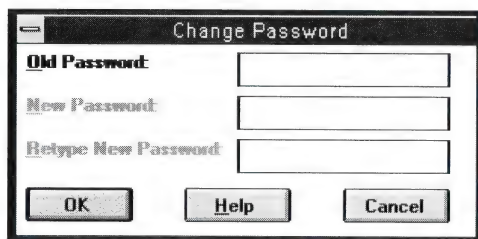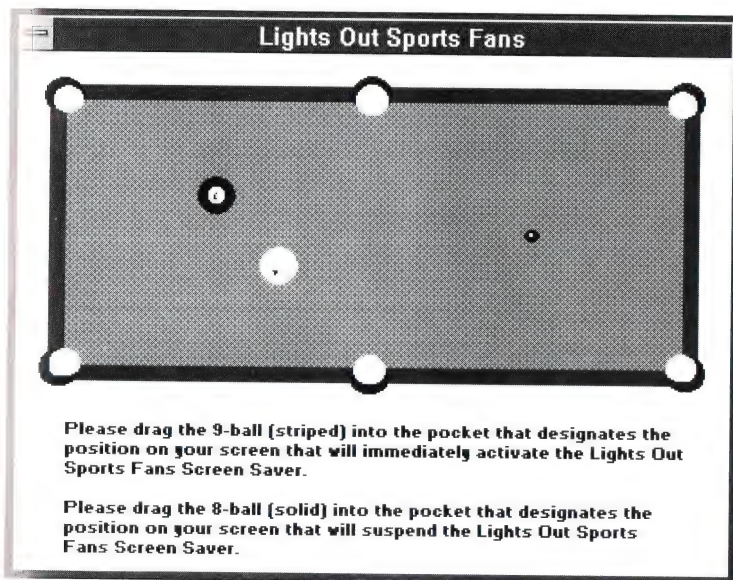

Figure-4

To turn off Password Protection, click on the *Password Protected* box to clear it.

8. **Pool Table**—you can define places on your screen to deactivate or activate the **NBA®** **Screen Saver** by dragging the eight- and nine-balls into a pocket on the pool table (Figure-5). Each pocket represents a position on your PC screen—the four corners, the center top and the center bottom. Drag the nine-ball (striped) into the pocket that designates the position on your screen that will immediately activate the **NBA®** **Screen Saver** (when the cursor is moved to that position). Similarly, drag the eight-ball (solid) into the pocket that designates the position on your screen where you want to be able to suspend the **NBA®** **Screen Saver**. Double-click in the upper left corner of the window to return to the **Control Studio**.

Now let's go to the <u>left side</u> of the **Control Studio** (Figure-3 on page 5). For purposes of display only, we have grayed-out the other **Lights Out Sports Fans** modules. If, in fact, you have purchased other modules of **Lights Out Sports Fans**, those modules will not be grayed-out on your PC screen and can be activated by clicking on a button.

Lights Out Sports Fans

Please drag the 9-ball (striped) into the pocket that designates the position on your screen that will immediately activate the Lights Out Sports Fans Screen Saver.

Please drag the 8-ball (solid) into the pocket that designates the position on your screen that will suspend the Lights Out Sports Fans Screen Saver.

Figure-5

Click on the **NBA®** **Screen Saver** button and get ready for some 'Fantastic' excitement.

The Configuration Panel

The **Configuration Panel** (Figure-6) is where you choose teams and a Game Plan as well as activate logo Wallpaper. This dialog box contains Game Plan options, official logos of the NBA® teams, and finally an area for the **Rules.** A complete description of each Game Plan, its Rules and the logo Wallpaper option follows.

Figure-6

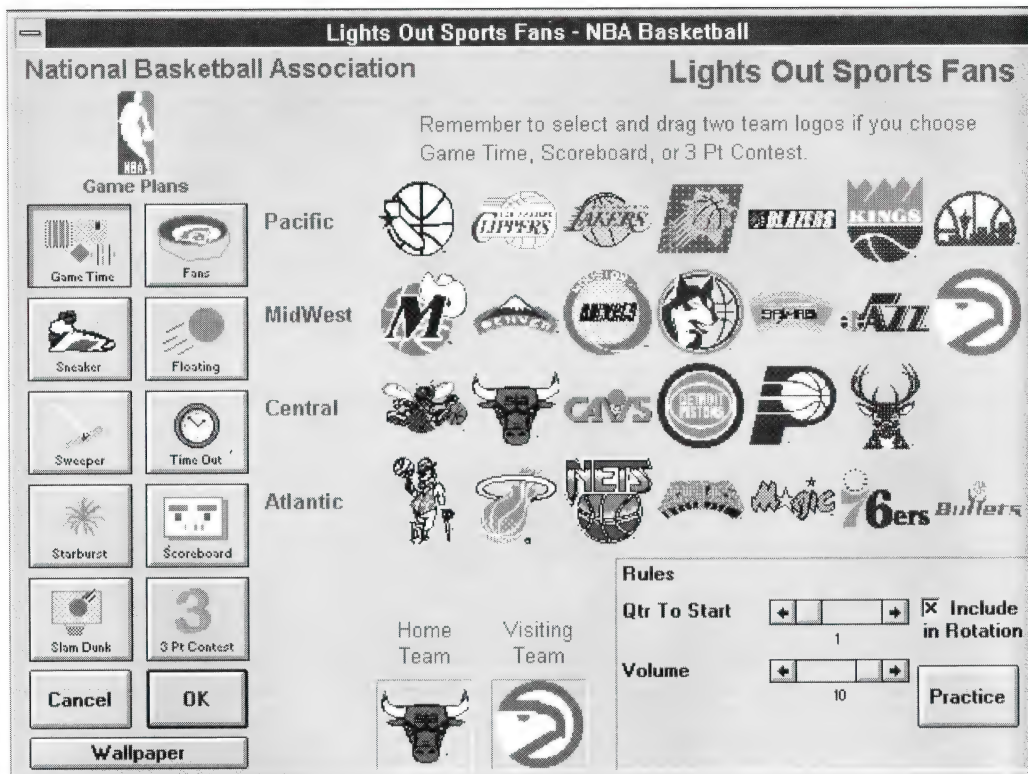*Game Plans*

1. **Game Plans**—the **NBA® Screen Saver** has 10 Game Plans. A Game Plan is what actually appears on your screen when **Lights Out Sports Fans** is active. Of the 10 Game Plans, three require that you choose a Home Team <u>and</u> a Visiting Team— Game Time, Slam Dunk Contest, and Three-point Contest. Only the Home Team box will appear for the other seven Game Plans.

8

2. **Rules**—when you select a Game Plan, the Rules box at the bottom right changes to reflect the rules that apply for that Game Plan. Although there are different controls for each Game Plan, there are only four types of controls.

Slide Bars

|◆| | | |➡|

Medium

Merely drag the Slide Bar to the left or right. As you do, the control changes as shown below the Slide Bar.

Radio Buttons　　　　⦿ **Wave**　　○ **Card Section**

Click inside an empty button and a small black circle appears, meaning the option is active. Click again to deactivate the option.

Message Boxes
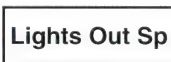
| **Lights Out Sp** |

Type anything you like in the Message Box—like 'Lights Out Sports Fans' or 'All-Star Game' ... up to 25 characters.

Check Boxes　　⊠ **Include in Rotation**
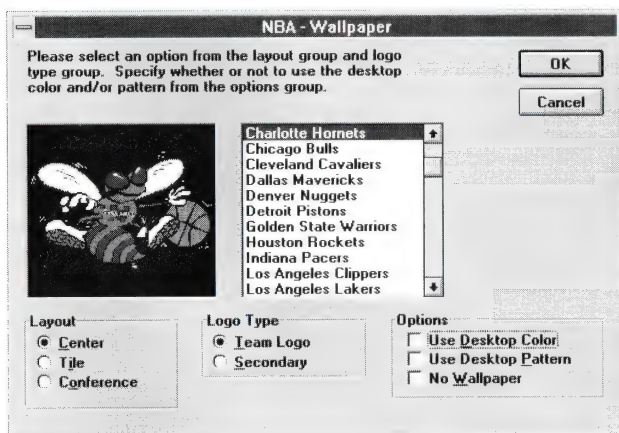
Click inside the empty box and an 'X' appears, meaning the option is active. Click again to deactivate the option.

3. **Home Team**—To select the Home Team, simply position the mouse on the logo of the Team you want and drag the logo (by holding down the mouse button) into the Home Team box. When the logo is positioned inside the Home Team box, release the mouse button.

4. **Visiting Team**—Drag the logo of a different Team into the Visiting Team box.

Now, click on the **Practice** button to preview the Game Plan. Note that **Practice** becomes **Stop** as the preview is running. Click on **Stop** or press the Return key to go back to the **Configuration Panel**. Click on the 'OK' button to save the current Screen Saver settings, or click on **Cancel** to restore the Screen Saver to its previous setting.

NOTE—The **Practice** button is only used to preview a Game Plan. In **Practice** mode, the rules box will remain in the lower right-hand corner of the screen. When the screen saver activates in normal mode, the rules box is not displayed.

Wallpaper. Team Logo Wallpaper enables you to display primary or secondary team logos as the desktop background on your computer screen, as either one large centered logo, or a series of smaller tiled logos. You also have the option of displaying all of the primary / secondary logos for an entire division (Atlantic, Central, Midwest, or Pacific).

From the **Configuration Panel** (Figure-6), click on the Wallpaper button located below the Game Plan buttons. A Wallpaper Dialog Box will appear (Figure-7).

Figure-7

The Dialog Box has four sections:

Team Selection—move the cursor or use the scroll bar to locate a team. Select the team by clicking on the team name. A preview of the image is displayed to the left of the pull-down menu. If you are selecting division logos to be displayed, click on a team in the division of your choice and then click on the *Division* button (see layout).

Layout—click on *Center* to display one large centered logo on the desktop. Click on *Tile* to display a series of small logos on the desktop. To display all of the logos for an entire division, click the *Division* button.

Logo Type—click on *Primary Logo* to display primary team logos as the desktop background. Click on *Secondary Logo* to display secondary team logos as the desktop background.

Options—if you want the Wallpaper logo(s) to have the same background color attributes as your current Windows desktop, click on the appropriate boxes next to *Use Desktop Color* and *Use Desktop Pattern*. If you want the Wallpaper logo(s) to appear on a black background, leave the boxes blank.

To deactivate Wallpaper, click on the *No Wallpaper* box.

Each of the ten **NBA**® **Screen Saver** Game Plans has a set of rules that enable you to control things like speed, sound, and special features.

The Rules

Game Time

Game Time

This is probably the most exciting of the Game Plans, a simulated basketball game based on real statistics. Remember, for this Game Plan, you must choose two teams.

Rules

Quarter to Start—controls when the simulated basketball game will start. Settings are from 1 - 4. If you specify a quarter other than '1', the Screen Saver will *play* the earlier quarters instantaneously, so the result will be realistic.

1

Volume—controls the level of the various game sounds such as the crowd noise.

5

Include in Rotation—when this box is clicked, Game Time will be included in Game Plan Rotation; when this box is empty, Game Time will be excluded from the rotation.

 Include in Rotation

Fans

The fans entertain themselves with variations of 'the Wave,' or with a colorful and creative Card Section.

Rules

Choose between the Wave and a Card Section.

⦿ **Wave**   ◯ **Card Section**

If you choose Wave, two slide controls appear:

Wave Speed—with settings for slow, medium, and fast.

Fast

Volume—controls the sound level.

5

If you choose Card Section, two other controls appear:

Message —lets you add a message to a set of graphics we have created for the fans.

Lights Out Sp

Volume—controls the sound level.

5

Include in Rotation—when this box is clicked, Fans will be included in Game Plan Rotation; when this box is empty, Fans will be excluded from the rotation.

⊠ **Include in Rotation**

Sneaker

Hovering in the air is the Sneaker, which seeks out division rivals and squashes the competition. And you thought Bob Lanier had big shoes.

Rules

Speed—controls how fast the Sneaker moves across the screen—settings for crawling, limping along, and slow.

Slow

Volume—controls the sound level of the Sneaker.

5

Include in Rotation—when this box is clicked, Sneaker will be included in Game Plan Rotation; when this box is empty, Sneaker will be excluded from the rotation.

☒ **Include in Rotation**

Floating

Floating

The Home Team logo floats around your screen.

Rules

Speed—controls how fast the Home Team logo moves around the screen—slow, medium, and fast.

Fast

Size—controls the size of the Home Team logos; small, medium, large, and random.

Medium

How Many—controls the number of Home Team logos displayed from 1 - 10.

10

Include in Rotation—when this box is clicked, Floating will be included in Game Plan Rotation; when this box is empty, Floating will be excluded from the rotation.

⊠ **Include in Rotation**

Sweeper

The Arena Crew sweeps the court uncovering your favorite team logo and other basketball objects.

Rules

Speed—controls how fast the sweeper cleans the court—setting for slow, medium, and fast.

Slow

Volume—lets you set the sound level.

5

Include in Rotation—when this box is clicked, Sweeper will be included in Game Plan Rotation; when this box is empty, Sweeper will be excluded from the rotation.

⊠ **Include
in Rotation**

Time Out

A real-time clock displays the time in either analog or digital format.

Rules

Speed—controls how fast the clock moves around the screen. The settings are; slow, medium, and fast.

Slow

What Type—controls the type of clock displayed. The options are; primary logos, secondary logos, digital clock, and random.

Primary

16

Volume—controls the sound level of the clock.

←				→

5

Include in Rotation—when this box is clicked, Time Out will be included in Game Plan Rotation; when this box is empty, Time Out will be excluded fromthe rotation.

☒ **Include in Rotation**

Starburst

The Home Team logo moves about your screen bouncing off of the border. When it touches a side, fireworks explode from the point of impact.

Rules

Speed—controls how fast the Home Team logo moves around the screen. There are three settings; slow, medium, and fast.

←			→

Fast

How Many—controls the number of Home Team logos displayed from 1 - 10.

←				→

5

Volume—controls the level of sound when the fireworks explode.
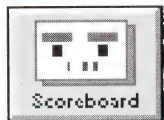
←				→

5

Include in Rotation—when this box is clicked, Starburst will be included in Game Plan Rotation; when this box is empty, Starburst will be excluded from the rotation.

☒ **Include in Rotation**

Scoreboard

A full-function, floating electronic scoreboard. A clock will show the game time, the quarter will change, as will the score and a description of the action as it occurs. Plus, you can display your own message. Remember, for this Game Plan, you must choose a Home <u>and</u> Visiting Team.

Rules

Speed—controls how fast the scoreboard floats around your screen. There are three settings; slow, medium, and fast.

←		→

Slow

Message—enter a message for display on the scoreboard. The text entry box scrolls left and right.

Lights Out Sp

Include in Rotation—when this box is clicked, Scoreboard will be included in Game Plan Rotation; when this box is empty, Scoreboard will be excluded from the rotation.

⊠ **Include in Rotation**

Slam Dunk

Home Team logos display their dexterity as they perform a variety of dunks.

Rules

Speed—controls how fast the Home Team logo moves around the screen. There are three settings; slow, medium, and fast.

Fast

How Many—controls the number of Home Team logos displayed from 1 - 10.

5

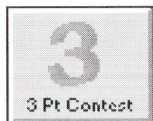*Volume*—controls the level of sound when the fireworks explode.

5

Include in Rotation—when this box is clicked, Slam Dunk will be included in Game Plan Rotation; when this box is empty, Slam Dunk will be excluded from the rotation.

☒ **Include in Rotation**

3-Point Contest

This 3-Point Contest provides two choices. You can have two teams compete, or, if you like, you may enter two player names for head-to-head competition.

Shooters attempt field goals from five locations around the court. Shooters can attempt 25 shots within a 60 second period. The last shot from each location is worth an additional point.

Rules

Player names—this is optional. If you leave these entry boxes blank, then the team names will be displayed. Below, we've entered two names as an example.

| Visiting Player | **Shooter One** |
| Home Player | **Shooter Two** |

Volume—controls the level of sound for the scoring action.

5

Include in Rotation—when this box is clicked, 3-Point Contest will be included in Game Plan Rotation; when this box is empty, 3-Point Contest will be excluded from the rotation.

☒ **Include in Rotation**

Overtime

System Requirements—to take full advantage of **Lights Out Sports Fans**, we recommend:

- Microsoft Windows Version 3.1
- Personal Computer using 80286 or higher processor
- VGA or compatible video graphics adaptor and monitor
- 8MB RAM double speed CD-ROM
- Microsoft Mouse or compatible pointing device
- 2MB Application Memory

Windows Files Changed During Installation—during the installation of **Lights Out Sports Fans** two system files are modified: WIN.INI and CONTROL.INI. These files are in the Windows Directory. The files are restored to their original state if the **Lights Out Sports Fans** De-install program (see below) is run.

De-Install Program—the De-install program simplifies the removal of **Lights Out Sports Fans** from your PC. By running the De-install program all **Lights Out Sports Fans** files (for all versions) and directories are automatically deleted. The only manual interaction required is to delete the **Lights Out Sports Fans** Program Group and the file LOSFPURG.EXE from the Windows Directory.

To run the De-install program, go to the **Lights Out Sports Fans** Program Group and double-click the icon 'Lights Out De-install'. You will be prompted with a verification message. Click on the 'Yes' button.

Password Protection—clicking off the 'Password Protection' box (refer to Figure-3, Control Studio) will turn off password protection but **will not delete your password**. If you activate password protection at a later time, your password will become active again. If you forget your password, run the De-install program and then re-install **Lights Out Sports Fans**.

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Customer Support—if you have difficulty with the installation or operation of **Lights Out Sports Fans**, you can contact our Customer Support group during regular business hours (8:30 a.m. to 5:00 p.m. Eastern Time, M-F), at (313) 769-1675. Please have the following information available:

- LOSF version
- Serial Number B16-1-10-915711
- Type of computer
- Operating system, available memory, available disk space

Remember - please fill out your registration card and mail it to us right away. Only registered owners receive our support services, notification of upgrades, and special promotions.

Read Me File—the **Lights Out Sports Fans** Read Me file contains up-to-date information not found in this manual, as well as tips on optimizing performance. To access the Read Me file, go to the Windows File Manager, click on the 'LOSF' sub-directory and double-click on the 'ReadMeBK.WRI' file (this is a Windows 'Write' file).

Removing Lights Out Sports Fans Icon - Customers have asked how they can prevent the **Lights Out Sports Fans** icon from appearing on their desktop. To remove the icon, go to the File Manager, click on the Windows Directory and then double- click on the WIN.INI file. Delete the text "\LOSF\losf.exe" from the LOAD statement (note: there may be additional text associated with the LOAD statement—do not delete this text). **Lights Out Sports Fans** will function normally after this modification with one exception—the On/Off corners will not be active. Therefore, we do not recommend that this modification be made.

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